

# THE SOFTWARE TOYS CATALOG



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EXPLORE

DISCOVER



MAXIS

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## GREETINGS LIFE-FORMS,

Inside this Software Toys® catalog, you'll find:

**SIMCITY 2000™**, *The Ultimate City Simulator*, has new art, new animations, new sounds, new music, new heights (32 levels of altitude) and new depths (an underground layer for transport and utilities), making one of the best games of all time even better.

**SIMFARM™**, *SimCity's Country Cousin*, lets you experience the joys, trials and tribulations of running a farm—without waking up at five in the morning. SimFarm transports you from the urban jungle to the wide-open country. Don't worry, it'll grow on you.

**UNNATURAL SELECTION™**, a battle strategy game where your only weapons against an evil scientist's herd of fighting creatures are your mind and the basis of life itself—DNA.

- A new version of **SIMANT®** for the Super NES®.
- More new stuff—with our new Affiliated Partners program, we are now distributing quality products created by other fine developers (and all-around swell people):

**BASEBALL FOR WINDOWS™** by Miller Associates gives you the complete baseball experience: from starting your own league, to making the game-winning (or losing) decisions.

**DOODLE-MATION™** by ScreenMagic is the doodle pad for the electronic age. It's a mind-relaxing toy with movement, color and sound.

**KID'S STUDIO™** by CyberPuppy Software, Inc. is a multimedia production studio for kids. So easy to use that anyone—even adults—can combine pictures, text and sound to create works of art.

- Plus our full lineup of award-winning Software Toys and the Maxis Book Shop.
- By the way, we've repackaged the original SimCity, and renamed it SimCity Classic™. We also lowered the price and spiffed up the DOS version.



When you see this symbol, it means that educational versions are available (see How To Order for details).



# SIMCITY 2000™

*The Ultimate City Simulator*

SimCity 2000 makes one of the best games of all time even better—and makes you the mayor and planner of the ultimate city-in-a-computer. Its multi-level interface makes it easy to control, but there's added depth and playability just below the surface, waiting 'til you're ready for it. New art, new features, new animation, new sounds, new music and new feedback bring your city and its resident Sims to life. If SimCity 2000 were any more realistic, it'd be illegal to turn it off.

- ***All-new scenarios include the 1991 Oakland fire, unemployment in Flint, Michigan, and Hurricane Hugo hits Charleston***
- ***Nine different power sources, including wind and solar***
- ***New buildings include schools, hospitals, universities, libraries, museums, parks, zoos, stadiums, marinas, prisons and more***
- ***Highways, tunnels, train and bus depots, subways and subway stations***
- ***Imports saved cities from SimCity and SimCity Classic***
- ***On-screen help and budget advisors***

## SIMCITY 2000 T-SHIRTS

The official uniform of simulated mayors everywhere. Printed front and back, 100% cotton, Large and Extra Large sizes. \$9.95



**"EVERYTHING THAT  
MADE SIMCITY GOOD  
IS BACK AND  
ENHANCED."**

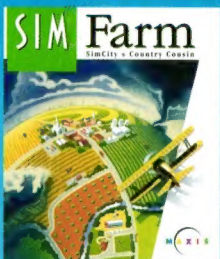
—TODD COPILEVITZ  
DALLAS MORNING NEWS

AVAILABLE FOR  
MACINTOSH AND  
IBM/DOS  
\$69.95

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**NEW!**



# SIMFARM™

*SimCity's Country Cousin*

Experience the joys, trials and tribulations of running a farm—without waking up at five in the morning.

You start with a plot of good farmland. do you want a small family farm—or an agricultural empire? Do you want to produce food for the local town—or feed the

world's hungry masses? Do you use the latest chemical fertilizers and pesticides—or run an "organic" farm? It's up to you.

Plow your fields, sow your seeds, harvest your crops and sell them at market. Easy? Sure, except for soil depletion, crop

rotation, changing markets and diminishing farmlands—not to mention locusts, droughts, dust storms, floods....

- ***24 different crops, each with its own planting, sprouting, growing, harvesting and storage needs***
- ***Raise cows, horses, pigs and sheep***
- ***Borrow money from the bank—then try to pay it back***
- ***Climate model with daily and seasonal changes***
- ***Buy and sell land. Compete for space with the town***
- ***Visit the Farm Bureau for farming know-how***

"...QUITE  
FASCINATING TO  
WATCH AND QUICK TO  
GET INTO."

—STRATEGY PLUS



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\$49.95

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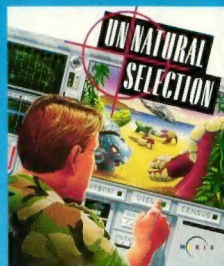
# UNNATURAL SELECTION™

In this battle-strategy game, there are no tanks, no guns, no soldiers, no bombs, no bullets and no missiles. Your only weapons are your mind and the basis of life itself—DNA.

You're a genetic engineer, pushing the bounds of human knowledge and designing new creatures for the good of humanity—but an evil scientist stole some of your genetic material and is breeding monsters to take over the world. The only way to save the world is to breed powerful fighting creatures and strategically deploy them to destroy the mad scientist's evil monsters.

- **256-color VGA graphics**
- **Digitized speech and live video**
- **Clay animated monsters**
- **Nine island battles to win**
- **Plus an experimental mode for exploring genetic engineering and Artificial Life**

**NEW!**



"I KNEW I SHOULD  
EXPERIMENTED ON  
VEGETABLES AND NOT  
HUGE CARNIVOROUS  
ANIMALS...OH WELL."

—DR. TED JACKSON,  
GENETIC ENGINEER

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AVAILABLE FOR IBM/DOS  
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"ANYONE WHO  
RECALLS WHAT REAL  
FISH FOOD SMELLS  
LIKE, OR WHO HAS  
TRIED TO CLEAN A  
REAL AQUARIUM,  
WILL HAVE CAUSE TO  
BE GRATEFUL FOR  
EL-FISH'S SIMULATED  
ENVIRONMENT."

—THE NEW YORK TIMES

AVAILABLE FOR IBM/DOS  
\$59.95

COMING SOON FOR  
MACINTOSH

# EL-FISH™

## The Electronic Aquarium

You've seen fish on a computer before ... but you've never seen fish this bright, this beautiful, this colorful—or this realistic. Designed and programmed in Moscow, El-Fish has the graphics and sound to really show off your high-end computer.

First, you breed new fish and put your computer to work to create 3-D animations for each fish. Then, choose from a vast library of backgrounds, gravel beds, plants, rocks, shells, and other still and animated objects, and arrange them for the proper aquascape. Just add music and your tank is done.

Watching your El-Fish aquascapes is as relaxing as watch-ing real aquariums.

- ***Catch, breed and evolve unlimited fish***
- ***Design and create an unlimited number of tanks***
- ***Grow computer-generated plants***
- ***Compose animated slide shows of multiple tanks***
- ***Import your own drawings, pictures and scans***
- ***Computer-generated soundtracks in eight styles***
- ***Includes a vast library of objects to put in your tanks***
- ***No drawing or painting skills needed***
- ***No spills, no odors, no tanks to clean and no dead fish***
- ***Unlimited FREE electronic fish food!***

TO ORDER CALL 800-33-MAXIS





# SIMCITY CLASSIC™

*The Original City Simulator*

The original. The classic. The simulation that took the computer world by storm (well, by earthquake anyway).

Winner of more awards than you can count on your fingers and toes, SimCity Classic makes you Mayor and City Planner, and dares you to design and build the city of your dreams.

Detailed animation and sound effects bring simulated cities to life. Depending on your choices and design skills, Simulated Citizens (Sims) will move in and build homes, hospitals, churches, stores and factories, or move out in search of a better life elsewhere.

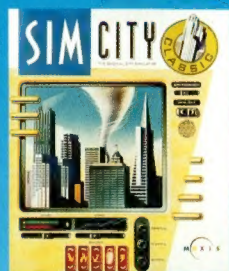
- **Select between eight different city scenarios, or design and cultivate unlimited cities**
- **Guide your decision-making process with real-time graphs and demographic maps**
- **Fight floods, earthquakes, fires, tornados, meltdowns and monsters**

## SIMCITY GRAPHICS™ SETS

Design and build cities in other times and other places with the SimCity Graphics Sets.

**Set 1: Ancient Cities includes Ancient Asia, Medieval Times and Wild West.**

**Set 2: Future Cities includes Future USA, Future Europe and Moon Colony.**



AVAILABLE FOR  
MACINTOSH\*, IBM/DOS\*  
AND WINDOWS\*

**\$39.95**

\*INCLUDES SIMCITY TERRAIN EDITOR



REQUIRES SIMCITY  
AVAILABLE FOR  
MACINTOSH, IBM/DOS AND  
AMIGA

**\$19.95 EACH**

THE IBM/DOS VERSION  
WORKS WITH SIMCITY FOR  
WINDOWS.

TO ORDER CALL 800-33-MAXIS

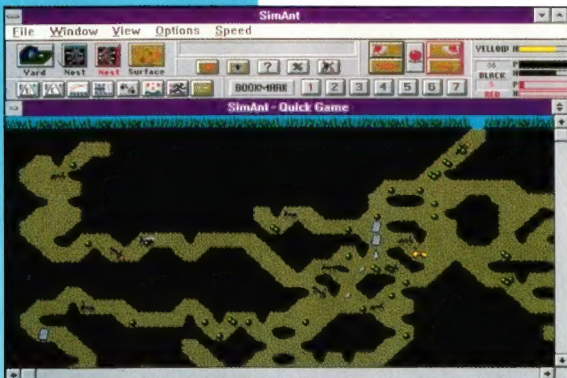


# SIMANT<sup>®</sup>

## *The Electronic Ant Colony*



Ants. You've shared your food, your home and your planet with them. You've stepped on them, sprayed them, cursed them and bombed them. Now you can *be* them. In SimAnt, you become the leader of an ant colony trying to survive in a backyard, continually being challenged by the onslaught of invaders from another colony. If the



other ants don't get you, there are spiders, ant lions, floods, lawn mowers, deadly pesticides and even human feet to contend with.

Winner of numerous awards, including Software Publishers Association's Best Simulation, SimAnt is based on ant biology and behavior.

"A COMPUTER GAME  
THAT CREATES A  
STRANGE REAL  
WORLD... BOTH  
ENTERTAINING AND  
EDUCATIONAL  
...A SURVIVAL  
CONTEST AND A  
SIMULATION  
...FUN."

—NEWSWEEK

- ***On-screen tutorial gets you up and running quickly***
- ***Quick Game mode launches you right into the thick of things***
- ***Strategic extended games give you extra challenge***
- ***Experimental mode will feed your curiosity***
- ***On-line help and information on real ants for your brain***
- ***Yummy caterpillars and disgusting noises***
- ***Nifty manual includes a comprehensive science section***

AVAILABLE FOR  
MACINTOSH, IBM/DOS,  
WINDOWS AND AMIGA

**\$49.95**

SUPER NES

**\$59.95**



6

ANTS HAVE INVADDED YOUR TV!  
SIMANT IS NOW AVAILABLE FOR SUPER NES!!!!!!

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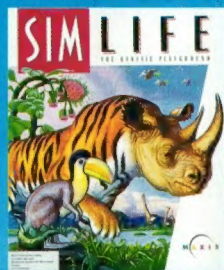
# SIMLIFE®

*The Genetic Playground*

Breaking the barriers between games and simulations, playing and learning—even between machines and living beings—SimLife gives you the power to create life itself.

Build your own ecosystem from the ground up, and try to keep it alive: mold the landform, customize the climate, manipulate time, change physics, then create life and let it loose on the unsuspecting landscape. Plants and animals interact with each other and their environment as they do in the “real world.” They even mutate and evolve into new species.

- **On-screen tutorial**
- **Six preset scenarios**
- **Experimental mode**
- **Point-and-click gene-splicing**
- **Change the Laws of Physics!**
- **Explore Artificial Life**
- **Design plants and animals with simple mix-and-match pictures or at the genetic level**
- **Food webs, mutation, extinction, natural disasters and more!**



“...THE PERFECT  
PROGRAM FOR  
PEOPLE WHO HAVE  
THE URGE TO  
PLAY GOD.”

—NEWSWEEK

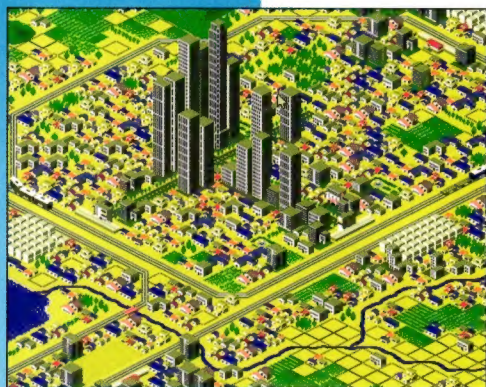
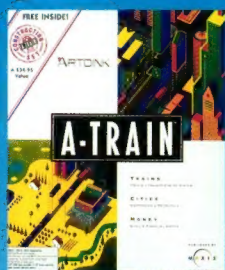
1993 BEST  
SIMULATION PROGRAM  
AWARD WINNER

—SOFTWARE  
PUBLISHERS  
ASSOCIATION

AVAILABLE FOR  
MACINTOSH, IBM/DOS  
AND WINDOWS  
**\$49.95**

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**CHOSEN:**  
"THE BEST OF 1992"

—JOE SALEM, I,  
PC MAGAZINE

**1993 BEST  
STRATEGY PROGRAM  
AWARD WINNER**

—SOFTWARE PUBLISHERS  
ASSOCIATION

AVAILABLE FOR  
MACINTOSH, IBM/DOS  
AND AMIGA  
**\$69.95**

# A-TRAIN™

*The (Rail) Road to Riches*

Sure A-Train has trains ... but there's a lot more to it than making tracks. This simulation gives you the triple challenge of Trains, Cities and Money: design and run a profitable railroad, grow a city and build a financial empire. The six scenarios will take all the organizational talent, planning skills and fiscal genius you've got. Maybe more.

And now that the A-Train Construction Set is included, you can create new scenarios for A-Train, modify existing games, or blow off the limitations of the game entirely and build your own railroad and surrounding city exactly the way you want it—without any monetary constraints.

## **A-TRAIN:**

- *Simulated 3-D graphics*
- *19 different train engines, up to 27 at a time*
- *Invest in up to 24 OTC stocks*
- *Build apartments, offices, factories, ski resorts, amusement parks and more*
- *Multiple financial and status reports*

## **A-TRAIN CONSTRUCTION SET:**

- *Move mountains, create rivers, lakes, oceans and islands*
- *Add unlimited tracks*
- *Test track placement and scheduling*

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# ROME

*Pathway to Power™*

You begin your adventure as a lowly slave. But you've got dreams. Dreams of freedom, of wealth, and of power. You intend to become the Emperor someday—and woe to the man, beast or computer that gets in your way.

Immersed in historical (and hysterical) Ancient Rome, you'll explore a world filled with strange lands and stranger people. You'll experience adventure, discovery, danger, and intrigue—and a few good laughs—on your way to the top.

To master Rome, you'll need pride, ambition, and the willingness to do whatever it takes to get the job done.



***A unique blend of strategy and adventure for fun and danger—just the right challenge for intermediate gamers and above***

***Hints & Tips Booklet included FREE***

***Six levels with different landscapes, plots and schemes***

***Dynamic simulation has events and activities happening all around you***

***256-colors, isometric 3-D views***

***Outstanding sound and music—supports Ad Lib, Roland and Sound Blaster***

***Experience Rome in English, German, French, Spanish or Italian***

“PLAYING ROME  
IS MORE FUN THAN  
THROWING PEOPLE  
TO THE LIONS.  
AND A LOT EASIER  
TO CLEAN UP WHEN  
YOU'RE DONE.”  
—JULIUS SEIZURE

TO ORDER CALL 800-33-MAXIS

AVAILABLE FOR IBM/DOS  
\$29.95

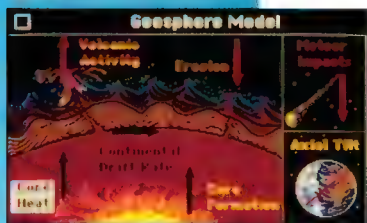
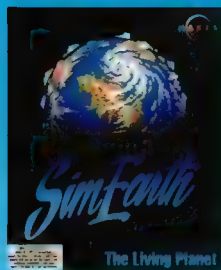
# SIM EARTH®

*The Living Planet*

Inspired by James Lovelock's Gaia hypothesis, SimEarth looks at the world as one interrelated living organism offering you the ultimate experience in planet management.

Design and nurture planets from their creation through the evolution of life to the development of intelligence and technology that can reach for the stars.

Among other honors, SimEarth is a member of *Macworld's* Game Hall of Fame, the winner of *PC Magazine's* Award for Technical Excellence, plus the Software Publishers Association's Best Simulation of 1990.



AVAILABLE FOR  
MACINTOSH, IBM/DOS,  
WINDOWS AND AMIGA

**\$49.95**

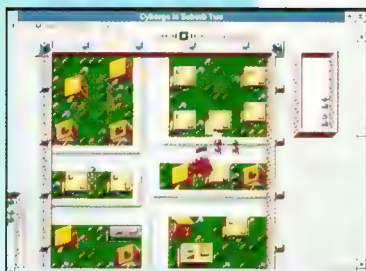


# ROBOSPORT®

*The Thinking Man's Shoot-'em-up*

Armed with bombs, bullets, missiles, grenades and more, you control teams of Robots that compete in five different sports: Survival, Treasure Hunt, Capture the Flag, Hostage and Baseball. When the battle's over, survey your strategic process on an animated combat "movie" using a VCR-like playback mode.

Named "Most Innovative Game of 1991" by *Computer Game Review*, RoboSport now provides multi-player, multi-computer network support in addition to individual play.



AVAILABLE FOR  
MACINTOSH, WINDOWS  
AND AMIGA

**\$39.95**



# AFFILIATED PARTNERS

With the advent of our new Affiliated Partners program, we are now distributing quality products created by other fine developers (and all-around swell people).

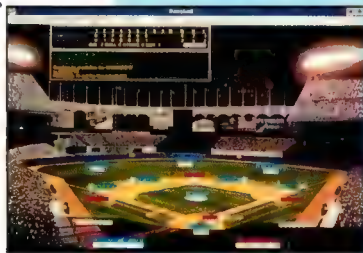
We're starting up this program with three hot products. Baseball for Windows will test your strategic baseball skills. Doodle-mation will relax your mind and fire up your creative juices. Kid's Studio will let you tell a story in a whole new fashion.

## BASEBALL FOR WINDOWS™ A PREMIER ACTION STRATEGY GAME

BY MILLER ASSOCIATES

Baseball for Windows, the only baseball game for Windows, gives you the complete baseball experience from starting your own league to making the game-winning (or losing) decisions on the field, from spring training through the post-season.

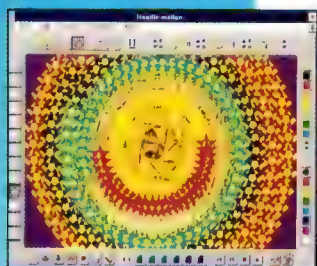
Play against a friend, challenge two expert computer managers, or relax in Spectator Mode. Includes four powerful programs that give you total control—APBA Baseball, StatMaster, Advanced Draft, and League Manager.



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WINDOWS  
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# AFFILIATED PARTNERS



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COMING SOON FOR  
MACINTOSH



AVAILABLE FOR  
MACINTOSH  
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## DOODLE-MATION™ THE DOODLE PAD FOR THE ELECTRONIC AGE

BY SCREENMAGIC, INC.

Everyone doodles. It clears our brains, focuses our thoughts, relieves stress and boosts creativity. We doodle on napkins, book margins, homework, match-books, bathroom walls—and now on our computers.

Doodle-mation is a seriously silly dose of color, motion and sound. Like a massage for your eyes, ears and brain, it soothes, calms and frees your mind, clears your mental palette and fires your creative juices.

## KID'S STUDIO™ THE NEXT GENERATION IN STORYTELLING

BY CYBERPUPPY SOFTWARE, INC.

Kid's Studio is the only all-in-one multimedia creativity program designed for kids—but adults are bound to love it too! You get all the tools you need—a Treasure chest of fascinating images, paint, text, sound and dazzling special effects—for hours of imaginative fun and learning. With Kid's Studio, it's easy to grab someone's attention. Show off your work as full-screen slide shows, movies or printed stories.

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# MAXIS BOOK SHOP

## **SIMLIFE: THE OFFICIAL STRATEGY GUIDE**

*by Ken Karakotsios and Michael Bremer*

More than just hints, tips, secrets, and hidden controls, this book explains the inner-workings of the SimLife simulation. \$18.95



## **GAIA—AN ATLAS OF PLANET MANAGEMENT**

*Edited by Dr. Norman Meyers*

The ultimate source of information about our planet. \$22.95

## **THE OFFICIAL STRATEGY GUIDE TO SIMEARTH**

*by Rusel DeMaria*

The Official Strategy Guide gives you all the tips, tricks, tutorials and references you'll need to get the most out of SimEarth. \$18.95

## **THE SIMEARTH BIBLE**

*by Johnny Wilson*

As well as guiding you through the basic workings of the game, The SimEarth Bible examines all the scenarios and relates them to our present and future lives. \$14.95

## **MASTER SIMCITY/SIMEARTH**

*by Dan and Dennis Derrick*

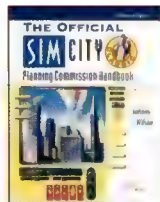
As the title suggests, this book covers both SimCity and SimEarth, and includes performance tips, problem-solving hints, plus a chapter for classroom instruction. \$19.95

## **New, Updated Version!**

## **THE OFFICIAL SIMCITY CLASSIC™ PLANNING COMMISSION HANDBOOK**

*by Johnny Wilson*

Originally the SimCity Planning Commission Handbook, this is the updated and re-released version that gives the latest up-to-the-minute information on SimCity Classic. \$19.95

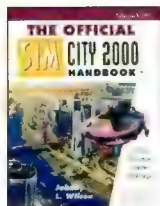


## **New!**

## **THE OFFICIAL SIMCITY 2000™ HANDBOOK**

*by Johnny Wilson*

Combines facts about SimCity 2000's development, features and functions with fascinating accounts of the problems facing real urban planners—today and in the future. \$19.95



## **A-TRAIN RAILROADING**

*by Ralph Roberts*

Playing tips, railroad lore and historic photographs set the mood, fill in the background and help you do your best in A-Train. Also covers A-Train Construction Set. \$16.95

## **A-TRAIN—THE OFFICIAL STRATEGY GUIDE**

*by Nick Dargahi*

Filled with techniques, strategies, hints secrets, and background material, this guide is your best bet for playing A-Train for fun and profit. Also covers A-Train Construction Set. \$18.95



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# SYSTEM REQUIREMENTS

## IBM/100% Compatible Computers

**Minimum System Requirements (except where noted):** IBM/100% Compatibles, 286 or above; 12 MHz; Hard disk; Mouse; MS-DOS 3.1 or above; VGA, EGA, MCGA, Hercules monochrome; VGA, EGA, MCGA, Tandy color; PC Speaker, Ad Lib, Sound Blaster, Roland MT-32, and 100% compatibles sound

- |   |   |
|---|---|
| <b>I1</b> PC/XT or above required   | <b>I18</b> Extended VGA mode 640 x 480 x 256 colors   |
| <b>I2</b> 386 or above required   | <b>I19</b> SVGA, VGA color  |
| <b>I3</b> Math coprocessor recommended  | <b>I20</b> VGA color  |
| <b>I4</b> No minimum clock speed  | <b>I21</b> VGA, EGA color   |
| <b>I5</b> 16 MHz clock speed required   | <b>I22</b> VGA, EGA Tandy color   |
| <b>I6</b> 20 MHz clock speed recommended  | <b>I23</b> PC Speaker   |
| <b>I7</b> 512K RAM required for monochrome only   | <b>I24</b> PC Speaker, Ad Lib, Sound Blaster, Roland, Tandy, and 100% compatibles sound                                     |
| <b>I8</b> 4 MB RAM recommended  | <b>I25</b> PC Speaker, Ad Lib, Sound Blaster, Roland, MT-32, Tandy, Sound Master, and 100% compatibles sound                |
| <b>I9</b> EMS (Expanded Memory Specification) recommended   | <b>I26</b> Ad Lib, Ad Lib Gold, Pro Audio Spectrum, Roland MT-32, Roland MPU 401, Sound Blaster, and 100% compatibles sound |
| <b>I10</b> EMS (Expanded Memory Specification) required for speech  | <b>I27</b> Sound Blaster, Sound Source, and 100% compatibles sound  |
| <b>I11</b> Mouse recommended  | <b>I28</b> Terrain Editor included  |
| <b>I12</b> DOS 2.11 and above required  | <b>I29</b> SimCity required   |
| <b>I13</b> DOS 3.3 and above required   | <b>I30</b> FREE Hints and Tips Booklet included   |
| <b>I14</b> Does not support monochrome video cards  |   |
| <b>I15</b> VGA, EGA, MCGA, Hercules monochrome  |   |
| <b>I16</b> VGA monochrome   |   |
| <b>I17</b> SVGA, VGA color (high resolution mode requires 512K of VRAM for extended VGA mode 640 x 400 x 256 colors and 1MB |   |

## Windows

**Minimum System Requirements (except where noted):** IBM/100% Compatibles, 286 or above; 12 MHz; Hard disk; Mouse; Windows 3.0 and 3.1; DOS 3.1 or above; SVGA, VGA, EGA; Win 3.1 and PC Speaker sound

- |  |   |
|--|---|
| <b>W1</b> Microsoft Windows 3.1 required | <b>W9</b> SVGA, VGA   |
| <b>W2</b> Standard or Enhanced mode      | <b>W10</b> SVGA, VGA; VGA, MCGA monochrome                              |
| <b>W3</b> 386 or above required          | <b>W11</b> VGA, EGA, MCGA; VGA, Hercules monochrome                     |
| <b>W4</b> 386 or above recommended       | <b>W12</b> PC Speaker sound   |
| <b>W5</b> 20 MHz required                | <b>W13</b> Sound Blaster and 100% compatibles sound                     |
| <b>W6</b> 20 MHz recommended             | <b>W14</b> SimCity required. DOS versions work with SimCity for Windows |
| <b>W7</b> Mouse recommended              | <b>W15</b> Terrain Editor included                                      |
| <b>W8</b> VGA, EGA                       |   |

## Macintosh

**Minimum System Requirements (except where noted):** Macintosh Plus, Portable, or any members of the SE, Classic, LC, Color Classic, II series, Centris, Performa, PowerBook or Quadra families; Hard disk; Mouse; Color or monochrome monitor; System 6.0.2 or above

- |   |  |
|---|--|
| <b>M1</b> 512Ke and above   | <b>M8</b> Hard disk required for color and recommended for monochrome      |
| <b>M2</b> SE and above  | <b>M9</b> Color monitor with 8-bit (256-color) graphics                    |
| <b>M3</b> LC and above  | <b>M10</b> Monitor with 256 levels of color or gray scale                  |
| <b>M4</b> LC and above; works on the PowerBook 160, 165c, 180, 180c, Duo 210, Duo 230 within the PowerBook family | <b>M11</b> QuickTime 1.5 and above recommended to save as QuickTime movies |
| <b>M5</b> System 6.0.5 and above  | <b>M12</b> CD-ROM drive recommended to support Photo CD capability         |
| <b>M6</b> System 7.0 and above  | <b>M13</b> Terrain Editor included   |
| <b>M7</b> 2.5MB RAM free  | <b>M14</b> SimCity required  |

## Amiga

**Minimum System Requirements (except where noted):** A500, A600, A1000, A1200, A2000, A2500, A3000 and A4000; Workbench 1.2 or above; Hard disk recommended; AmigaDOS 1.2 or above, AmigaDOS 2.0 compatible

- |   |  |
|---|--|
| <b>A1</b> AmigaDOS 1.3 or above required  | <b>A4</b> Low-resolution version only                            |
| <b>A2</b> Hard disk required  | <b>A5</b> 1 MB RAM required for 64-color version                 |
| <b>A3</b> Both low and high-resolution versions included. De-interlacer recommended for high-res. | <b>A6</b> High-resolution requires 1 MB Chip RAM or Graphics RAM |

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Unnatural Selection	\$49.95 <sup>1</sup>					
Baseball for Windows				\$69.95 <sup>3</sup>		
Doodle-mation				\$29.95 <sup>3</sup>		
Kid's Studio		\$59.95				
El-Fish	\$59.95 <sup>1</sup>					
SimCity Classic	\$39.95 <sup>4</sup>	\$39.95		\$39.95 <sup>2</sup>	\$19.95	
SimCity Graphics Set 1	\$19.95 <sup>5</sup>	\$19.95	\$19.95			
SimCity Graphics Set 2	\$19.95 <sup>5</sup>	\$19.95	\$19.95			
SimAnt	\$49.95 <sup>4</sup>	\$49.95	\$49.95	\$49.95 <sup>2</sup>	\$19.95	\$59.95
SimLife	\$49.95 <sup>2</sup>	\$49.95		\$49.95 <sup>2</sup>	\$19.95	
A-Train/ Constr. Set	\$69.95 <sup>4</sup>	\$69.95	\$69.95			
Rome	\$29.95 <sup>2</sup>					
SimEarth	\$49.95 <sup>4</sup>	\$49.95	\$49.95	\$49.95 <sup>2</sup>	\$19.95	
RoboSport		\$39.95	\$39.95	\$39.95 <sup>2</sup>		

## BOOKS AND T-SHIRTS

The Official SimCity 2000 Handbook	\$19.95	The SimEarth Bible	\$14.95
The Official SimCity Classic Planning Commission Handbook	\$19.95	SimCity Strategies and Secrets	\$12.95
SimLife: Official Strategy Guide	\$18.95	Master SimCity/SimEarth	\$19.95
Gaia—An Atlas of Planet Management	\$22.95	A-Train—The Official Strategy Guide	\$18.95
The Official Strategy Guide To SimEarth	\$18.95	A-Train Railroading	\$16.95
		SimCity 2000 T-Shirt (L and XL sizes only)	\$9.95**

<sup>1</sup>Includes 3.5" 1.44MB disks. 5.25" 1.2MB disks are available.

<sup>2</sup>Includes 3.5" 720K disks. 5.25" 1.2MB disks are available.

<sup>3</sup>Includes 3.5" 1.44MB disk(s).

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<b>SimCity 2000</b>	I2, I13, I14, I18, I26	4 MB	not available		M4, M6, M7, M9	n/a	n/a	n/a	4 MB	not available		
<b>SimFarm</b>	I9, I21, I24	640K	not available		not available					not available		
<b>Unnatural Selection</b>	I2, I10, I20, I27	640K	not available		not available					not available		
<b>Baseball For Windows</b>	not available		W1, W3, W5, W9	3 MB	not available					not available		
<b>Doodle-mation</b>	not available		W1, W3, W5, W9, W13	2 MB	coming soon					not available		
<b>Kid's Studio</b>	not available		not available		M3, M6, M7, M10, M11, M12	n/a	n/a	n/a	4 MB	not available		
<b>El-Fish</b>	I2, I3, I5, I6, I13, I14, I17	4 MB	not available		coming soon					not available		
<b>SimCity Classic</b>	I1, I4, I7, I11, I15, I24, I28	640K	W1, W2, W7, W8, W15	2 MB	M1, M8, M13	1 MB	2 MB	2 MB	2.5 MB	not available		
<b>SimCity Graphics Sets 1 &amp; 2</b>	I1, I4, I7, I11, I12, I23, I29	640K	W14		M1, M14	1 MB	2 MB	2 MB	2.5 MB	A4, A5		
<b>SimAnt</b>	I15, I22, I25	640K	W1, W2, W4, W10	2 MB	M8	1 MB	2 MB	2 MB	2.5 MB	A3, A6	1 MB	2 MB
<b>SimLife</b>	I2, I5, I8, I16, I19	2MB	W3, W6, W9, W12, W13	4 MB	M2	2 MB	2.5 MB	2.5 MB	3 MB	not available		
<b>A-Train /A-Train Construction Set</b>	I11, I15, I21	640K	not available		M5, M8	1 MB	1.5 MB	2 MB	2.5 MB	A1, A2, A3, A6	1 MB	1.5 MB
<b>ROME</b>	I20, I30	640K	not available		not available					not available		
<b>SimEarth</b>	I11	640K	W3, W11, W12	2MB		1 MB	2 MB	2 MB	2.5 MB	A1, A3, A6	1 MB	2 MB
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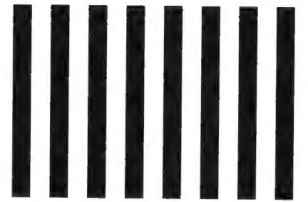


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